
Piero Massera

UE5 Developer | TA

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A multidisciplinary developer with the skills to create and program 3D virtual environments, and transform them into interactive experiences.

SKILLS

Core Technical

- ✓ Unreal Engine 5 (Blueprints & C++)
- ✓ Gameplay Programming & Mechanics
- ✓ VR Development
- ✓ AR Development
- ✓ Virtual Production & ICVFX
- ✓ Performance Optimization
- ✓ Multiplayer & Networking
- ✓ Animation Systems

Creative & Visual

- ✓ Shaders, Materials & Lighting
- ✓ Niagara VFXs
- ✓ Video Editing & Adobe Creative Cloud
- ✓ 3D Modeling & Blender
- ✓ Cinematics & Real-Time Filming
- ✓ Color Grading & Visual Composition

Development Tools & Workflow

- ✓ Version Control: Git, Perforce
- ✓ Project Management: Jira, Trello, Miro
- ✓ Agile Methodologies
- ✓ Pipeline Optimization & Tool Integration

Languages

- ✓ Spanish
- ✓ English

Vivaro – Unreal Engine AR Developer

NOVEMBER 2024 - MARCH 2025

- Developed real-time AR VFX synced with live broadcast cameras.
- Integrated 3D content into the physical stage using UE5.
- Supported live performances with dynamic visuals.
- Optimized performance for multi-day live events.



Xtended Lab – Unreal Engine VR Developer

AUGUST 2024 - OCTOBER 2024

- VR architecture for Oculus Quest 2.
- Designed and implemented a custom VR user interface.
- Optimized visuals and performance for mobile VR.
- Day/night lighting setups.
- Programmed dynamic furniture with interactive behaviors.



Miwa Maroon – Unreal Engine VFX Artist

MAY 2024 - JUNE 2024

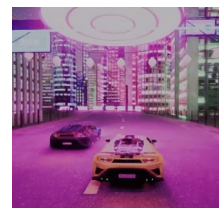
- Programming with Unreal Engine.
- Gaussian Splatting VFXs.
- Niagara VFXs.
- Niagara Module Scripts.
- Rendering



Univirtex – Unreal Engine Developer

MARCH 2024 - APRIL 2024

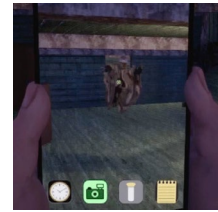
- Programming with Unreal Engine.
- Level Assembly with Assets.
- Car Player Character.
- Multiplayer Lobby and Functions.
- HUD widgets and logic.



Brøwn Marcó Studios – Unreal Engine Developer

DECEMBER 2023 - MAY 2024

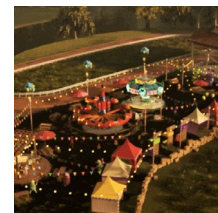
- Programming with Unreal Engine.
- Level Assembly with Assets.
- Player Character.
- Gameplay Mechanics.
- HUD widget and logic.



Project Wilburn - Unreal Engine Developer

OCTOBER 2022 - MAY 2023

- Programming with Unreal Engine.
- Level Assembly with Assets.
- Player Character.
- Multiplayer Functions.
- HUD widget and logic.



LUT Company - Unreal Engine Technical Artist

SEPTEMBER 2020 - JUNE 2022

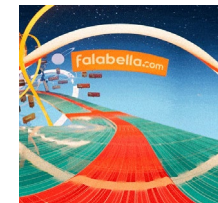
- Design of 3D environments with Unreal Engine.
- Programming with Unreal Engine.
- Audiovisual record with Mirrorless camera and Drone.
- Production of 360° virtual tours.
- Video editing.

LUT! UE Projects:

❖ Falabella.com VR

VR Rendering

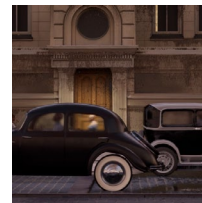
SEPTEMBER 2023



❖ Hijos del Desierto – Madis Films.

3D Environment Design, Meta Humans
and Cars Programming.

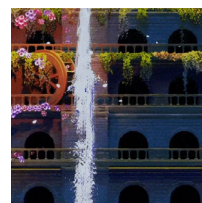
MAY 2022



❖ Falabella Arriba Mujeres

3D Environment Design, Blueprints Programming.

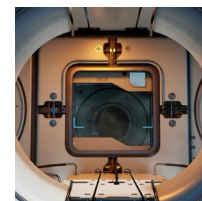
NOVEMBER 2021



❖ MUI (Las Condes Interactive Museum).

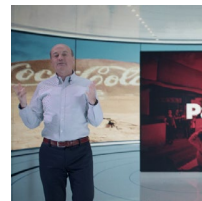
3D Environment Design, Blueprints Programming.

SEPTEMBER 2020



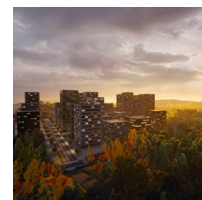
❖ Coca-Cola.

3D Environment Design, Blueprints Programming.
FEBRUARY 2020



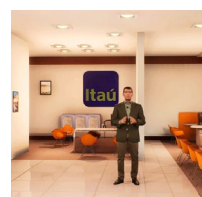
❖ Energy Connect.

3D Environment Design, Blueprints Programming.
NOVEMBER 2020



❖ Itau Bank.

3D Environment Design, Blueprints Programming.
OCTOBER 2020



EDUCATION

Platzi – Game Development

APRIL 2021 – TODAY

Escuela de Arte Digital – Unreal Engine Blueprints

JUNE 2020 – DECEMBER 2020

DuocUC - Marketing

MARCH 2019 - DECEMBER 2021

Universidad Diego Portales - Business Engineering

MARCH 2011 - DECEMBER 2013

OTHER FULFILLED PROJECTS

Natura, La Serena/Maitencillo, Chile. – Video activation

FEBRUARY 2021 – LINK: <https://youtu.be/-Juu3vB4NcQ>

Anglo American, Santiago, Chile. – 360° Tour

JANUARY 2021 – LINK: <https://quilapilunxp.com/>

Mi Duende Mágico, Santiago, Chile. – Video recording

DECEMBER 2020 – LINK: https://www.youtube.com/watch?v=EazWc_dKh4w

Entel, Santiago, Chile. – RRSS Content

DECEMBER 2020 – LINK: https://fb.watch/6tIF_QPoz3/

YSL, Santiago, Chile. – Video activation

JANUARY 2020 – LINK: <https://www.instagram.com/p/B63pbRhpfy/>

SYB/Enjoy, Los Andes, Chile. – Video Production

DECEMBER 2019 – LINK: <https://www.instagram.com/p/B6JvXp3JMQM/>

Porsche, Santiago, Chile. – Video activation

DECEMBER 2019 – LINK: <https://www.instagram.com/p/B6L6bOkJUiP/>

EQUIPMENTS

Nvidia RTX 4080 Super – PC

Intel Core i9 14900 – PC

Asus Zenbook Pro Duo – Notebook

Meta Quest 2 - VR

Panasonic Lumix GH5s – Mirrorless Camera

Panasonic Leica 12-60mm – Lens

DJI Ronin SC – Stabilizer

DJI Mavic 3 – Drone

Rode Video Micro – Microphone